

A close-up, high-contrast image of Lara Croft's face, looking slightly to the right. Her eyes are large and detailed, with dark eyeliner. Her hair is dark and pulled back. The lighting is warm, with orange and yellow tones.

SUPPLEMENT
TO GAMEPRO
MAGAZINE

PLAYSTATION

**Beat the tough
Nevada levels!**

Secrets revealed!

Lara in Area 51!

**Find the Savegame
Crystals!**

Awesome weaponry!

PLUS: Cheat codes!

GamePro Presents

TOMB RAIDER III

ADVENTURES OF LARA CROFT

PLAYSTATION PROSTRATEGY GUIDE

Third Time's a Charm!

By Major Mike



Lara Croft
is back for more
globetrotting
adventures in
Tomb Raider III!
In this
ProStrategy Guide,
we'll take you
through the **High
Security Compound**
and **Area 51!**

Controller Legend



BASICS

Note: For more info on Lara's abilities, please refer to the instruction manual.

Practice Makes Perfect



To complete *Tomb Raider II*, it's essential to learn Lara's repertoire of moves. If you haven't played the previous *Tomb Raider* games, do yourself a favor and spend some time on the practice course at Lara's home.

Climb



To climb, stand in front of any textured wall and press and hold Action to grab onto the wall. Hold the button and move the directionals →, ←, ↑, or ↓ to scale the wall. To perform a backflip while climbing, hold Action, then press Jump.

New Moves

Sprint



To sprint, press and hold Sprint while running. When you break into a sprint, an energy bar appears in the upper-right corner of the screen to show how much energy you have left.

Crawl



To crawl, press and hold Crawl to first crouch, then press any directional to begin crawling. You can fire your pistols while crouching, but not while crawling.

Lowering



To lower yourself off a ledge, stand at the edge and crawl backward while holding Crawl. As you pull yourself down off the ledge, release Crawl and you'll dangle from the ledge.

Monkey Swing



To Monkey Swing, stand under a frame-like texture and press Jump, then hold Action. You'll grab the overhead surface and dangle. To move, hold Action and press the directionals. To release your grip, let go of Action.

Dangers

Tomb Raider III is filled with dangers that can kill you instantly. Following are some hazards to watch out for in these levels:

Yellow Triplines

These inflict damage if touched.

Green Triplines

Breaking these beams triggers an alarm, which can bring more MPs or dogs, or activate sentry cannons.

Red Triplines

Touch these and you die. Period.

Sentry Cannons

These are mounted machine guns that won't fire unless you trigger a green tripline or fire a gun at them. Enough rounds from a Desert Eagle can destroy a sentry cannon.

The Saving Game Savegame Crystals



Unlike *Tomb Raider II*, *Tomb Raider III* doesn't let you save the game whenever you want. Instead, you must collect *Savegame Crystals*, one crystal per game. Use these precious blue stones wisely!

Cheats!

If *Tomb Raider III* is too tough for you, do the honorable thing: Cheat!

Enter any of the following codes during gameplay, but not while the game is paused:

All Weapons and Items: Press L2, R2, R2, L2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2. Lara will scream if you entered the code correctly.

Open All Levels: Press L2, R2, L2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, L2. If you entered the code correctly, Lara will say, "No," and you'll advance to the next level.

Watch All Cinemas: Press L2, L2, L2, L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2. If you entered the code correctly, Lara will sigh. At the

Load Game option, you can access a new option, "Scary so far..." that plays all the cinemas from the game.

Replenish Health: Press R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2. If you entered the code correctly, Lara will sigh and her health meter will be full.

Hint: Enter the following code while training at Lara's home.

Raceback Key: Press R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2. If you entered the code correctly, Lara will say, "No." Check the item inventory and you'll find the race-track key, which lets you unlock the door to the quad-runner track to practice your driving skills.

NEVADA

High Security Compound



Sound familiar? Lara's stripped of all her weapons and locked in a cell. Turn around and jump into the window recess—when you do, an alarm is triggered and an MP enters the room. Exit, press the switch on the wall to the left, then press the other switch a few doors down. When you press the switches, you'll release prisoners who will take care of the MP.



Run to the opposite catwalk and push the buttons along the wall, then enter the cell to the far left. Go to the recess along the wall and push the crate. Crawl inside the passage that is revealed to your left. At the end of the passage is another crate. Push it forward once, then turn to the right and push the crate that's now facing you forward twice.

Secret 1: Small Medi Pack



Return to the first crate that you pushed and pull it twice. Crawl into the space to your right and follow the passage until you find a Small Medi Pack.



Go around the corner to your left and look up—you should see a ledge. Climb up on the ledge, walk down the corridor, and jump the pit of barbed wire. To get past the patch of barbed wire at the end of the passage, walk—don't run—through it. Pass the next patch of barbed wire by using the same method.



Press the switch at the end of the corridor, then turn left and climb to the ledge above. Lower yourself down to the ladder and climb down it until

you reach the green illuminated area. Now move to the extreme left of the ladder; then let go. You should land on the ledge of a dark corridor. Walk down the corridor and jump over the black floor plate.

Keycard Type A



At the end of the corridor is a floor plate. Stand on it and you'll fall to the room below. An MP is also in the room. Avoid him and pull the switch on the wall by the radar map. When you pull the lever, a door opens to the prison block where you started the level. It's a good thing you freed those prisoners; they'll take care of the MP. After they do, get the Keycard Type A and shotgun shells off his body.



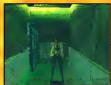
Turn right and use the keycard on the reader to the right of the gate. Go through the gate, then head down the corridor and turn left at the end of the hall. Press the switch by the door and enter the latrine. Open the door in the right-hand corner. Time to move some crates!



You can move only the red crate in this room. Push it under the hole in the ceiling, then climb on top of it and into the room above. Pull the switch in the corner of the room. The rooms below are now flooded with water! Jump into the flooded room, swim through the passage in the ceiling, and pull yourself into the room above. Walk toward the red light—you'll be stopped by a fire pit. Jump over the pit and into the room to the right.



Go down the corridor, turn right, and jump down to the long passageway. Walk to the end of the corridor and jump the two pits of barbed wire along the way. At the end of the corridor, turn right and jump into the hole. Press the switch by the door and go down the corridor that's opposite the door you just opened. At the end of the corridor, turn right and pull the switch on the wall. Backtrack to the fire pit you jumped over earlier in the level; the fire was actually from a kitchen stove. Jump into the pit, which is now safe, and land in the kitchen.



Get the Small Medi Pack off the ledge to the right and press the switch by the door in the right-hand corner. At the end of the corridor are two doors with a switch next to each one. Press the switch to the right (with the red light), then turn around and press the switch next to the door with the green light. An MP will chase you when you open the second door. Run through the first door that you opened and into the passage in the left corner of the next room. Go down the corridor, turn right, then left, then go straight. You should end up back in the prison block with the prisoners you freed earlier. Scratch one MP. Search him, and you'll find a Small Medi Pack.

Savegame Crystal

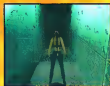


Now return to the door with the green glow, and enter the room. Press the switch on the wall. You've opened a secret area in the kitchen. Go back to the kitchen and get the Savegame Crystal from behind the middle fan.



From where you collected the crystal, stand at the edge of the ramp and go forward to slide down. Just before you drop off (into a pit of instant-death barbed wire), jump forward and grab the small ledge across the gap. Climb hand-over-hand to the far left and drop onto the ramp below you. As you slide toward the bottom of the ramp, jump to the ramp across from you, then jump to the crawlpace

above you, and crawl to the end of the corridor. Climb to the top of the ladder, then get off to the left and a prisoner will open a trap door for you to climb through. Return to the ladder and climb to the room above.



Go down the corridor opposite where the prisoner is standing and turn left. Climb the grate that leads to a room with green light that's labeled "Bay E." Get the Small Medi Pack off the floor.

Keycard Type B

Run up the ramp, and an MP will give chase. At the top of the ramp, turn right and run through the big room, then turn left, then right again, and jump into the hole with the blue light. When you land, head down the narrow corridor and press the switch on the left wall.



You'll release a prisoner who'll take care of the MP who in turn drops a Keycard Type B. Get the keycard.



Return to the big room and use the keycard on the door near the grate. Enter the room, press the switch, and get the Large Medi Pack and the Uzi clips. Return to the big room, turn right, then turn right again and go down the corridor that's bathed in green light. Turn left at the end of the corridor, and lower yourself down the ladder.

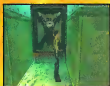
Yellow Security Pass



At the bottom of the ladder, turn around, go straight, then turn left. Sprint to the end of the passage ahead of you. Why? Because an MP is hot on your heels! At the end of the hall, press the switch on the left wall.



Don't worry about the MP now—you've just freed two prisoners who will take care of him. Get the Yellow Security Pass off the deceased MP, then press the switch on the right wall and backtrack to the floor above.



Go straight, then turn left and run across the open field to the doorway in the right-hand corner. Use the pass to unlock the door. Enter the room, go past the Stealth Fighter jet, and turn left near the end of the hall. Go down the hall and crawl inside the shaft to your right. Follow the passage until it ends in a room with an armed MP. Once in that room, walk forward to let the MP see you, then press the switch to the left to activate a red laser that the MP will run into.



Step back from the switch and turn to the right until you see the recess in

the wall. Do a standing jump over the beam you activated and safely land in that recess. Go down the corridor and fall into the room labeled "Bay C" at the end of the passage.



After you land, take the stairs to the left. At the end of the stairs, turn 45 degrees to the left, then take one step back so that your back is against the wall. Do a forward standing jump—you should land in the opening below. Go to the end of the corridor and drop through the hole in the floor.



Press the switch on the wall in the corner, then press the switch by the door. Go through the door you just opened. Once in the hallway, turn right, drop down into Bay C again, and take the steps to the left. Stop at the place where you jumped to the platform below, but this time climb the wall you backed into. Jump into the hole in the middle of the platform. It's a long drop, but don't worry—you'll land in a pool of water. A current pushes you against the wall. Point to the middle of the room and swim forward to break the current's grip. When you're in the middle of the room, surface.





Climb onto the platform and face the wall. Turn 45 degrees to the right and jump onto the ramp shrouded in darkness. Turn right and jump to the various platforms until you reach a crawl-space. Crawl to the end of the narrow passage, then run to the end of the next passage.



Pull the lever at the end of the passage, then return to the pool of water and jump in. Swim through the now open door in the right-hand corner and through the next passage. Get out of the water, walk into the dark room, then crawl into the low passageway. Once inside the large passageway, stand up, go right, then climb the first ladder to your left, just past the red light. In the next room, run around the tower and climb the ladder on the other side of the room. Go down the corridor, turn left, and at the end of the hall (labeled "Bay C"), turn right and climb up to the crawl-space to the right near the end of the passage.

Yellow Security Pass



Crawl down the passage and get the Yellow Security Pass. Now return to the ladder that's just past the red light. Face the ladder, turn right, and go to the end of the passage. Use the pass on the lock on the wall.

Savegame Crystal



Climb the ladder to the right of the lock, which takes you to a dark room above. Turn left and dive into the water, then swim into the hole in the floor to get the Savegame Crystal. Swim down the passage, collect the flares, and pull the switch to open the door. Go through the opening you've created and grab the Small Medi Pack, then surface. When surfacing, be careful of the two yellow laser tripwires. Climb on the platform, then jump to the platform across the way. Dive in the water and swim to the end of the passage. When you surface again, turn left and get out of the water. Follow the passage and, when in the next room, climb over the stacked crates to your left.

Your Weapons



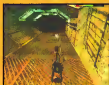
After the crates, press the switch by the door on the other side. Inside this room are your weapons (pistols and the Desert Eagle) and other items that were taken from you! When you leave the room, run into the shadows to your right to avoid the gunfire. When the shooting stops, climb back over the crates.



Return to the room where you climbed over the crates and shoot the MP on the ramp. Now run to the top of the ramp and get the MP that's on the right.

Secret 2: Grenade Launcher

Backtrack to the tower, go to the corridor labeled "Bay C" and shoot the MP. Take the Keycard Type B off his corpse and use it to unlock the door at the end of the hall. Now get the grenade launcher.



Continue up the ramp and shoot the two other MPs to the left and the dog that attacks from behind. Get the Blue Security Pass off one of the dead MPs and climb the ladder along the wall to your left. In the room above, use the pass on the lock next to the door.



After you open the door, ready your pistols and shoot the MP in the next room. Enter the room and press the first switch to your right. Return to the area below.



Run to the bottom of the ramp and jump on top of the crate to the right so you can reach the ladder above it. Climb the ladder. Once on the platform above, grab the crate that's parallel to the one the hook is swinging from. Monkey swing to the junction in the middle of the room, turn right, and land on the platform. Find the hole in the ceiling and climb into it.

Yellow Security Pass



Have the pistols ready and shoot the MP. Get the Yellow Security Pass he drops. Make your way to the other side of the room, but be careful of the yellow tripwires on the platform in the middle of the room. Return to the room below and use the pass to open the gates against the wall. Enter the next room, shoot the MP to the left, then go inside the garage and shoot the other MP.



Climb on top of the pile of crates in the left corner and get the Desert Eagle ammo. Now run into the back of the truck. Have a Coke and a smile, because you've finished the level. On to Area 51!

AREA 51



Draw your Desert Eagle. Move forward, and the moment the Eagle points to the left, start firing. If you're slow on the draw, the MP you're firing at will activate laser tripwires that keep you from valuable supplies.

including the MP5 machine gun. After you dispatch the MP, go down the corridor to the left. At the end of the hall, turn left and get the supplies. Exit the room and press the switch on the wall to your right. Crawl to the next room. There's a Large Medi Pack to your right. Climb to the ledge, crawl forward, and stop just before the junction. The glowing red light is a moving laser razor wire that inflicts massive damage. To the left is a Large Medi Pack; the rest of the stage is to the right.



Crawl into the junction, then turn to the right, and, when the triplines pass overhead and behind you, stand up, run to the end of the hall, and climb to the ledge above. Now climb up to the next ledge and crawl down the narrow shaft. At the end, stand up, press the switch in front of you, then shoot the MP to the right.



When the door behind you opens, don't shoot the guy inside the room—he's a prisoner, not an MP. Enter the prison cell, get the supplies, then walk up to the laser triplines at the opposite end of the hall. Crawl under the first set of lasers, turn right, and crawl into the shaft.



Get the flares at the end of the shaft, then climb to the ledge above. Crawl under the low wall and into the next room. Forget about the sentry cannon and the green laser triplines to the left. Get a weapon ready, go straight,

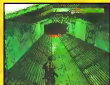
then left, and shoot the MP. Now go to the end of the corridor and pull the switch. You'll fall through a trap door. When you land, draw your weapon and quickly shoot the MP to the right. If he makes it to the nearby switch, he'll release attack dogs. He'll also prevent you from finding one of the level's secrets.



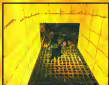
Now crawl into the space to the left of the alarm switch and get the grenades. Crawl to the other side, turn right, and jump into the trench. Walk around until you fall through a trap door. Have the Eagle ready when you land to the trap door; climb to the level above, and press the switch. Return to the level below.



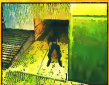
If you shoot the armed MP before he triggered the alarm, you can get the **Savegame Crystal** from the trench. Otherwise, you'll never snag the crystal.



Crawl into the shaft, and, at the fork, turn right and get the MP5 rounds. Draw your pistols and stand on the grate to the left. When you fall into the area below, shoot the two MPs.



Head down the corridor toward the red glow. Open the door around the corner to release the prisoner. Don't worry about the MP—the freed prisoner will take care of him. Inside the cell of the freed prisoner is a crawl-space that has a Large Medi Pack in it.



Go to the opposite end of the corridor and look for the low passage to your left. Crawl through the passage, turn left, and press the switch at the end of the corridor. Now turn and shoot the MP at the end of the passageway. You may have noticed a red doorway to the right. It's a trap! Get the MP5 ready and slowly walk toward the opening. When the MPs attack from the left and the right, flip backwards and gun 'em down.

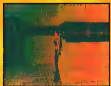


Now enter the room to the left. Pull the lever there, then go into the room to the right and crawl into the shaft. At the end of the shaft are green laser triplines. Run and jump over these sensors, then head up the ramp. At the top, turn left, then right. When the passage forks, go to the right. At the end of the passage, shoot the MP on the opposite catwalk.

Code Clearance Disc



Jump down into the room with the missile and climb the ladder on the opposite side. Get the Code Clearance Disc off the MP you just shot. Backtrack to the spot where the passageway forked.



Walk onto the balcony of this room and look around. From where you entered, head right along the ledge, then drop into the area below. Turn your back to the ledge, then jump forward over a low green tripline.



Insert the Code Clearance Disc into the terminal to your right. This operates a crane that raises a missile on the other side of the room. Turn your back to the terminal and jump onto the panel diagonally to the right. Go straight and climb onto the ledge with the moving hook.



Once you're on the platform with the swinging hook, turn right (facing the platform) and run past the hook. Get the shotgun shells, turn right, and drop to the area below. Stand on the platform across from the ladder; then run and jump to it. Climb the ladder.

and, at the top, get off on the right side. Turn around and shoot the MP in the right corner of the room.

Secret 2: Savegame Crystal



After you climb to the ledge that has the swinging hook, jump and fire your pistols at the panels in front of you. A secret passage is revealed! Head down the passage, and, when you reach the end, lower yourself down the ladder to the passage below. At the end is your prize—a Savegame Crystal. Snag it and return to the previous room.

Hangar Access Key



Jump across the gaps, but only under the high ceiling points. Get the Hangar Access Key off the dead MP. Return to the missile silo and take the passage on the ground floor (ignore the hole in the floor of this corridor for now). Insert the Hangar Access Key in the slot by the door.



Turn right, enter the room, and shoot the MP to your left. Turn left, go to the edge of the platform, and drop into the shaft below. Don't touch the large rail in the middle of this shaft.



Go left and climb the ladder at the end of the shaft, then press the switch in the room. Go back down the ladder and crawl under the rail to the other side of the tunnel. Turn right and go down the shaft until you reach the ladder to your left.

Shotgun



Climb the ladder into the small room above and get the shotgun. Now turn around and face the entrance. Position yourself so that you're facing the train. Stand at the edge, and jump toward the top of the monorail car.



Stand on top of the car and jump to the opening above you. Climb up, then go down the corridor. When you see the grating in the ceiling, stop. Jump up and monkey swing. What's that red light ahead? A moving laser razor wire! Move forward to the point where the contraption reverses its direction. Wait for it to come toward you, and, the moment it heads in the opposite direction, move forward. When clear of the grating underneath, drop to the ground. If you let go too early and land on the grated floor, you'll fall onto the high-voltage electric rail in the tunnel below. At the end of the hallway, stand at the edge of the hole against the wall to your left and jump to the platform below. Once at the bottom, turn your back to the ladder, then run and jump across the deadly rail.



When you clear the rail, draw your pistols and shoot the MP that enters to your left. Go down the corridor (note the closed door to your left) and shoot the MP along the way. When you reach the room with the red light, stop. There are alarm uplines in the floor; jump the first two green beams and crawl under the third yellow one. Turn left and proceed to the end of the corridor (make a note of the closed door to your left—the one with a UFO behind it).



At the end of the second corridor, turn right into a room with several boxes. Climb over the boxes, arm the shotgun, and blast the MP when you enter the room to the right.



In the room with the dead MPs are two big doors. How do you open them? Timing and reflexes. First, stand on the big computer in front of you. Turn left and jump to the catwalk. Press the button at the end of the catwalk; when you do, the double doors will open—but don't run for them yet. Instead, wait for the MP to enter the room from below you and gun him down. Now go to the catwalk on the other side of the room to repeat what you just did. Wait for both doors to close, then repeat the sequence, but press each button as fast as you can. The trick is to keep both doors open long enough for you to get inside the next room.



In the next room are five switches to your left—but before you press anything, shoot the MP hiding behind the switches. Face the switches and mentally label them "1" to "5" from left to right. Press Switches 2, 4, and 5. Exit the room through the window to the right of the doors that you went to such great pains to open. Backtrack to the room filled with crates and go down the corridor. You can now enter the hangar with the UFO. Press the switch in the right-hand corner, then climb the ladder next to it. Climb to the top (it's a dead end), then climb down three rings and stop. Press jump to perform a backflip. You should land on a platform behind you. Now turn around and pick up the shotgun shells.

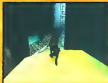


Take a look around the room. There are several slanted beams. Walk onto the one ahead of you, then run and jump onto the next one. Turn a little to the left, do a standing jump onto the next beam, then run and jump onto the beam after that. Do a standing jump onto the next beam, then run and jump onto the beam after that...and stop.



Make a note of the closed door below you. Walk to the edge of the beam and turn around so you're facing the beam you just jumped from. Do a standing jump forward. You should land on a small ledge below. Turn right and walk off the ledge.

Launch Code Pass



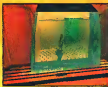
On top of the UFO is the Launch Code Pass. Grab it and get yourself on the back.



Slide off the UFO and return to the missile silo (remember the tripwires).

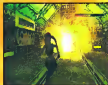


Before reaching the silo, jump into the hole you skipped earlier. Now it's time to explore: jump on the ladder, then climb down the hole. Go down the corridor and press the switch next to the door. In the next room, use the Launch Code Pass on the board on the wall. Around the corner to the left is a red button. Don't press it yet. Instead, take a look at the closed door across from the button. Here's the deal: After you press the red button, the closed door will open—that's your escape route. You must get through this door as fast as possible. Why? Because the missile will launch and Lara will be burnt to a well-proportioned crisp.



Here's the easiest way to do it: Press the button on the wall, and, when the cinema shows the missile launch,

press Roll and have your thumb poised over the Up-Right directional. The instant the camera falls back on Lara, press Up-Right, then press Sprint and get through that door.



This is a very difficult escape to execute successfully, so save your game before you try it.



After the launch (and the fire dies down), backtrack to the silo. When you enter the silo, climb to the top of the ladder to your right. At the top, climb the other ladder to your right and, when you reach the top again, get off the ladder on your left side. Draw your weapon and shoot the MP. Pull the switch to the left of the ladder and a door opens to your right. Proceed down the corridor until you reach the low ledge. What's that red glow? You guessed it—another moving laser razor wire! Follow closely behind the mechanism, and stand up when the ceiling is high enough, then jump over it and crawl to the end of the shaft.



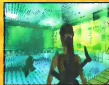
Go to the end of the corridor; then jump to the ledge above and get a weapon ready. Two MPs are waiting: introduce them both to Mr. MP5. Walk up to the tower, turn right and shoot the MP coming up the ramp. Get the Code Clearance Disc the MP drops. Go down the ramp and press the switch. Return outside and jump in the hole by the tower. Go down

the corridor and duck the laser razor tripwire machine. After you turn the corner to the left, walk to the end of the hall until you come to a gap. Jump over it and grab the wall on the other side. Climb down the ladder.



Remember the steel door that was closed earlier (near the deadly electric rail)? It's now open, creating a shortcut to the UFO. Return to the UFO. Go inside the room across from the entrance and use the Code Clearance Disc on the terminal. Take a look around and start whistling the theme to *The X-Files*.

Savegame Crystal



Get the Savegame Crystal from the right corner. Exit the room and enter the room directly ahead. Run around the fish tank (see the Savegame Crystal in the tank!), collect the items, and head back to the UFO. Walk underneath it and climb inside. Scramble up to the next floor (the one with blue-colored walls) and get the MP5 ready for the MP who's on UFO detail.



Climb to the floor above. There are two MPs to contend with. Employ hit-and-run tactics to gun down the duo and use the pillars in the room for cover.



Secret 3: Savegame Crystal



So how do you get the Savegame Crystal in the fish tank? Remember the door you saw by the slanted grinders near the UFO? First, make sure you have a Large Medi Pack. Climb the ladder against the wall of the UFO hangar and make your way to the now open door. Run and jump to the opening, grab the ledge, and pull yourself up. Go down the corridor, avoid the moving laser razor wires, and jump into the hole.



You're now in the fish tank with two killer whales and the crystal. Return to the open door and make sure you have full health before you lower yourself into the hangar; you're going to take some damage from the fall.



Artifact



After you kill the MPs, grab the artifact in the middle of the room. Area 51 is finished! The rest of Tomb Raider III awaits...

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